



WAKA® Division Tournament Guidelines

WAKA® Division Tournaments are post-season “Playoff” games and serve as the initial games of the World Kickball Championship® Tournament. All WAKA Division Tournaments are “single elimination” and should follow all Guidelines described herein.

TEAM QUALIFICATION

A team must meet the following criteria to be eligible to play in a WAKA Division Tournament:

- 1) Be a properly registered team in the division with properly registered players in the division; AND
- 2) Have accrued fewer than 3 forfeits of any kind during the regular season; AND
- 3) Have not been disqualified from tournament play for any reason including unsportsmanlike conduct, or playing a non-registered or improperly registered person for that specific team, season, and division during an official division game. (See Official WAKA Rules, Rule 7.05)

DETERMINING DIVISION STANDINGS

Teams in the division will be ranked according to their Win Percentage, derived from their Win-Loss-Tie-Forfeit (WLTF) record for the regular season, as follows:

$$\text{Win Percentage} = [W + (T/2) - (F \cdot .75)] / GP$$

- Wins are worth 1 point.
- Losses are worth 0 points.
- Ties are worth 0.5 points (1/2).
- Paper Forfeits SUBTRACT 0.75 points (do not add L in loss record).
- Game Forfeits SUBTRACT 0.75 points and count as a **5-0 Loss** for the forfeiting team and a Win for their opponent.
- Mutual Game Forfeits SUBTRACT 0.75 points and count as a Loss with 5 runs allowed for both teams.
- For each Team, tally up their points as explained above and divide the total by the number of Games Played by that Team, including games won or lost by Forfeit. The resulting number is that Team's Win Percentage.
- The team with the highest Win Percentage should be ranked first, the team with the next highest Win Percentage should be ranked second and so on until all teams in the division have been ranked. (See next section for tiebreak procedures.)

Examples:

- 4 Wins, 2 Ties, 1 Loss, 1 Game Forfeit, 1 Paper Forfeit = $4 + (2 / 2) - (2 * 0.75) / 8 = .438$ Win Percentage
- 7 Wins, 1 Tie, 0 Loses, 0 Game Forfeits, 1 Paper Forfeit = $7 + (1 / 2) - (1 * 0.75) / 8 = .844$ Win Percentage

Procedures To Break Ties

If, at the end of the regular season, two or more teams in the same division finish with identical Win Percentages, the following steps will be taken until a winner is determined:

Two-Way Tie:

- 1) If the tied teams played each other during the season, the team with the better **head-to-head** record receives the higher rank.
- 2) If the tied teams did not play each other, or if the result of criteria #1 is inconclusive, the team with **more overall wins** during the regular season receives the higher rank.
- 3) If the tied teams have the same number of overall wins, the team with **fewer total runs allowed** during the regular season receives the higher rank.
 - If total runs allowed is a tie, eliminate the runs allowed by each team in their **FIRST** game of the season, and compare again. If still tied, compare after eliminating the runs allowed in their first and second games, and so on.
- 4) If the teams are still tied, representatives from the teams or proxies from the Division Board shall shoot Rock-Paper-Scissors (best 2 out of 3) to determine the final result.

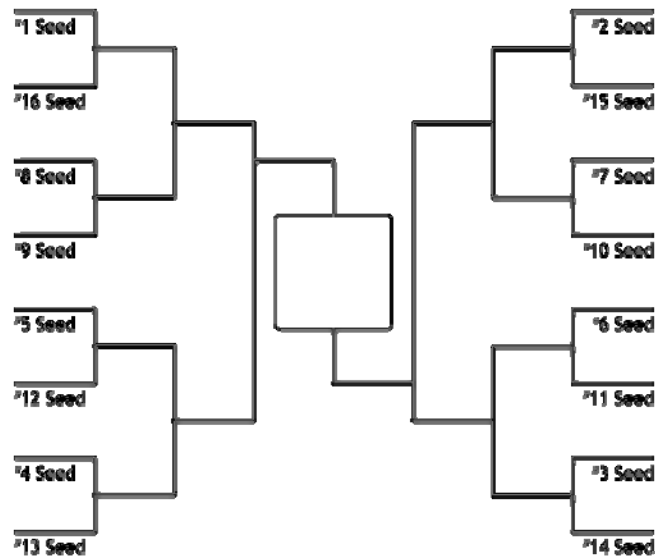
Three-Way Tie (or more):

(Note: If two teams remain tied after one or more teams are eliminated from the tie during any step, the tie breaker reverts to step 1 of the two-way tie format.)

- 1) If the tied teams all played one another during the regular season, the team with the best **head-to-head** Win Percentage in games played between the tied teams receives the higher rank.
- 2) If any of the tied teams did not play each of the others, or if the result of criteria #1 is inconclusive, the team with the **most overall wins** during the regular season receives the higher rank.
- 3) If the tied teams have the same number of overall wins, the team with **fewest total runs allowed** during the regular season receives the higher rank.
 - If total runs allowed is a tie, eliminate the runs allowed by each team in their **FIRST** game of the season, and compare again. If still tied, compare after eliminating the runs allowed in their first and second games, and so on.
- 4) If the teams are still tied, representatives from the teams or proxies from the Division Board shall shoot Rock-Paper-Scissors (best 2 out of 3) to determine the final result.

DIVISION TOURNAMENT BRACKETS

If the division has 16 teams, the highest ranked team should face the lowest ranked team in the first round, structured as depicted in the diagram below:



If the division has fewer than 16 teams, maintain the bracket structure above, eliminating the lowest seeds until you reach the actual number of teams in the Tournament. For example, if you have 12 teams, remove teams #13 through

#16 and grant teams #1 through #4 a first-round BYE. Team #1 will therefore play their first game against the winner of #8 vs. #9, and so on. Re-seeding teams between rounds is prohibited.

Any variation to this system must be approved by WAKA. Please consult with your WAKA Customer Service Representative for templates or additional assistance.

DIVISION TOURNAMENT STRUCTURE

Determining Home Team

Throughout all tournament games, the higher ranked team has the option to choose Home or Away status and therefore whether or not they will kick first in the first inning.

Time Limits

Because extra innings are a possibility and field time is sometimes scarce, referees and Captains are urged to start all games on time. The 15 minute grace period shall be honored per the WAKA Rules, but any late start may result in reduced overall playing time.

In order to give all teams an equal opportunity for playing time, WAKA may establish time limits for each date of the Division Tournament. These may differ from any time limits observed by the division during the regular season (see Rule 7.01b). Division Boards should consult on this issue with their WAKA Customer Service Representative before the Tournament begins.

If the top of an inning is played, then the bottom of the inning must also be played for the inning to count (unless the Home team is ahead – see Rule 7.01c).

Game Length and Extra Innings

All games shall consist of 5 innings, time allowing, unless falling into the below categories:

- 1) At the end of the third inning or at the end of any full inning thereafter a team up by 12 or more runs automatically wins the game and the game is over.
- 2) In the event of a tie score after 5 innings, extra full innings shall commence until a winner is determined or until the allotted time expires. Each extra inning should be played with these modifications:
 - Place the last kicker (1) from the previous inning on second base
 - **Only 8** players on the field for the defense consisting of 4 men and 4 women
 - All kickers start with an unmodified count (0 balls, 0 strikes, 0 fouls)

Rock-Paper-Scissors [RPS]

If the game is still tied when time elapses, regardless of the number of innings played, play must stop and a winner must be determined using the RPS procedure. RPS shall be played out as follows: 3 representatives from each team shall pair off and play head-to-head best 2 out of 3. The team that wins two rounds of these pairings shall win the kickball game and advance in the tournament.

Any variation to this system must be approved by WAKA.

Interrupted games

If a game in progress must be called early by the head referee, due to darkness, weather, or any other unforeseen circumstance, then the score reverts to what it was at the end of the last completed inning (see Rule 7.02). If at least 3 innings have been completed, the result stands. If that result is a tie, a winner must be determined using RPS (see above).

If a game is called off before 3 full innings have been completed, the game should be rescheduled and started from scratch, if possible. If rescheduling is not possible, RPS (see above) should be used to determine a winner.

Teams deliberately delaying the game may be warned and sanctioned as necessary by the head referee.

Division Tournament Forfeits

If a team is unable to field the minimum requirements for a team within the time allotted under the Official WAKA Rules (see Rule 7.04), the opposing team advances in the tournament, credited with a 5-0 win. If BOTH teams forfeit the game for any reason, both teams are eliminated from the tournament and the next opponent in the bracket will win their game by forfeit.

Additional Game Play Notes

Special note on Rule 10.03: Effective 2010 in all Founders Cup and WAKA Division Tournament games, if the 3rd and final out of an inning is recorded due to a base runner being off base when a pitched ball is kicked, or due to a runner standing on the Extra Base (when one is in use), that will conclude the plate appearance for the player at kick, and the subsequent kicker will lead off that team's next inning of kicking. This directive is not applicable to the 1st or 2nd out of an inning, nor at this time to divisional regular season games.

RESOLVING CONTROVERSIES OVER RULES

Regardless of the high emotions that tournament play can instill, proper civility and respect must be observed by all players and referees toward one another at all times. As with regular season games, only Captains and Co-Captains may discuss calls with the referees, and all players must accept the final ruling of the head referee.

In the event that the head referee consults the Official Rules but remains uncertain of the correct final ruling for a situation, the referee must still issue a final ruling using his/her own best judgment (see Rule 3.07). Under no circumstances should a rules issue cause a game to be suspended or replayed, nor should a result be overturned due to subsequent clarification. Tournament game results will stand as they are determined on the field at the scheduled time.

WAKA is the final authority on Rules interpretation and execution, and reserves the right to overrule decisions that are at odds with WAKA policy.

CAPTAIN AND PLAYER RESPONSIBILITIES

All participating players must be currently registered with WAKA for their active team and season. Player eligibility is subject to verification, including random checks of rosters. Players should carry official government ID, and Captains should bring current printed rosters. The participation of any unregistered player will result in an automatic forfeit of that team's game, and the responsible Captains are subject to sanctioning by WAKA.

Tournament referees will be scheduled by division leadership, and some teams may be called upon to supply referees even after they are eliminated. Any scheduled referees must be experienced, sober, and on time. Failure to meet these responsibilities may impact the ability of the responsible Captains to register in the future.

Unsportsmanlike conduct, and violation of field policies (including those regarding alcohol) will not be tolerated, and may result in forfeiture of the tournament and additional sanctions.

SPIRIT OF THE GUIDELINES AND REGULATIONS

WAKA intends all tournament participants and spectators to enjoy themselves through the experiences in this specially created fun environment. Proper sportsmanlike conduct is required of all participants throughout the entirety of the tournament. Similarly, proper conduct is required of all spectators throughout the entirety of the tournament. Please contact your WAKA Customer Service Representative if any of these regulations are unclear. If necessary, WAKA will address any inconsistencies, discrepancies, and misunderstandings in accordance with the spirit of these regulations. These regulations are subject to change without notice. All other rules governing game play are defined at kickball.com.

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